Dinosaur Safari Junior: Late Cretaceous Hell Creek Scenario

Introduction

The scenarios are intended for use with Dino Safari Jr rules, a variant of the *Saurian Safari* rules developed by Chris Peers and published by HLBS publishing 2002, and the Smithsonian Dinosaurs and Diorama lesson plans. This is an instructional aid used for the Smithsonian Summer camp program. They are aimed at a grades K – 4. An instructor or YTA will act as a Game Master (GM) and will be responsible for preparing the character sheets and setting up the map.

Game time: 45 – 60 minutes per scenario.

Late Cretaceous Scenario: The Last of the Dinosaurs

The Hell Creek formation of Montana and the Dakotas represents the only well studied terminal Late Cretaceous fauna. It contains a varied group of theropods, ornithipods, pachycephalosaurs, ankylosaurs, and ceratopsids. The last of the dinosaurs are found here. In addition, the most famous dinosaurs *Tyrannosaurus* and *Triceratops* are from here. It has been the popular vision of dinosaurs and how they lived. The flowering plants dominate the flora; conifers are locally common with ferns and their allies primarily in an herbaceous role.

This scenario is designed to teach the gamers what animals and plants lived in the Late Cretaceous of North America. The game master will manage a group of campers; 4 is suggested but the Game Master (GM) can vary it, and walk them though the scenario by setting a goal. Find a dinosaur egg or reach a certain location and return to camp.

Scenario Background

The GM will set up the hex map. The climate and vegetation would be similar to a modern bayou of the Mississippi delta. Vegetation should be denser and closer to the water. Cycads and conifers are present but not common. Read Dino Safari Jr for rules.

Encounters

Ankylosaurus or

Edmontonia

Occurrence	10%
Moves	1
Toughness	12
Damage	12

Ankylosaur fossils show up in the Hell Creek formation but probably lived in the upland areas that drained into the Hell Creek. It charges if it sees hunters, with a tail attack. The character attacked rolls -2 < Agility or is killed.

Edmontonia: is the last of the nodosaurs, armored dinosaurs without a tail club but with shoulder and tail spikes. It charges if it sees hunters, with shoulder spikes. Treat as above.

Pachycephalosaurs

Occurrence	10%
Moves	2
Toughness	4
Damage	8

Pachycephalosaurs fossils show up in the Hell Creek formation but probably lived in the upland areas that drained into the Hell Creek. There are 2 -4 species present. They will charge if fired at character rolls -2 < Agility or is stunned and miss a turn. If attacked again while stunned they do not role for agility and they are dead.

Occurrence	5%
Moves	1
Toughness	4
Damage	1

Leptoceratops

Leptoceratops, at about 6 feet long, was one of the last and most primitive of the protoceratopsids. This is a primitive style of dinosaur and probably much like the ancestors of *Triceratops*. It charges if hit; the character rolls -2 < Agility and if fails, they are knocked down and lose a turn.

Occurrence	30%
Moves	2
Toughness	12/6
Damage	28

Triceratops

Triceratops (Three Horned Face) fossils are very common leading us to believe *Triceratops* were very common. Unlike their earlier relatives, we find no bone beds indicating large herds. Perhaps they had small family structures like deer or rhinos. It moves 2 hexes has toughness of 12 if fired at from the front the armored crest protects them. Toughness is 6 if fired on from any other direction and takes a damage of 28

Hadrosaurs

The duckbills can be divided into three broad families. The *lambosaurines* characterized by hollow head crests, high spines, and narrow muzzles. The solid-crested hadrosaurs had smaller, solid head crests and a broader beak. The crestless hadrosaurs were also broad-beaked, suggesting a less discriminating diet. Hardrosaurs will stampede away from meat eaters or hunters. If

they stamp through a hunter's hex, an agility roll to escape trampling is made, character rolls -2 < Agility.

Edmontosaurus

Occurrence	35%
Moves	3
Toughness	4
Damage	10

Edmontosaurus were flat-headed social animal that lived in herds. It was one of the largest duckbills. Its main defense is speed.

Parasaurlophus

Occurrence	10%
Moves	3
Toughness	4
Damage	10

Lambeosaurines with their distinctive hollow crests have become rare and are solitary visitors passing through Hell Creek. *Lambeosaurines* had narrow mouths indicating a different feeding strategy, so perhaps something about the flora at Hell Creek was unattractive.

Carnivores

Occurrence	10%
Moves	1
Toughness	12
Damage	12

Large theropods like T rex can see everything and always charge unless the hunter blocked by trees or no hunter moves in which case there is a 30% chance of not being seen. GM determines sight.

GM option: 50% chance of meat eater showing up after a hunter kills a plant eater.

Occurrence	5%
Moves	2
Toughness	8
Damage	15

Tyrannosaurus

Tyrannosaurus seems to have been relatively common. *Tyrannosaurus* was one of the largest ever theropods. Its feet had 3-clawed toes pointing forward with a smaller one at the back. The arms appear tiny and puny with 2-clawed fingers. The jaw was 4.5 ft long with saw-like teeth. It may have lived and hunted in family groups. If we use modern predatory birds as a model, they could have had family groups that consisted of a mated pair with several age groups of descendents living together.

Occurrence	GM
Moves	3
Toughness	4
Damage	6

Young tyrannosaurs

Young tyrannosaurs may have lived with their parents. They were more long-legged so could chase down faster prey. The more agile teenagers may have acted like female lions in a pride doing most of the real hunting.

GM option: 1 –3 teenagers with every *Tyrannosaurus* card drawn.

Occurrence	5%
Moves	4
Toughness	3
Damage	1

Dromeosaurs

Dromeosaurus was an agile and man-sized

predator. Some think it was the main predator of the environment and T rex was a scavenger. They come in packs of 6 – 8.

 *Deinosuchus*

Occurrence	GM
Moves	1
Toughness	9
Damage	20

Deinosuchus lurks in rivers and swamps, waiting for prey to come by the water's edge. It would then grab its prey in its massive jaws, containing large but somewhat blunt teeth, and then drags its prey into the water to drown.

GM option: Roll of 0 on D10 when character is next to or in river. Place behind hunter (40% to spot). It grabs hunter and returns to water if it gets there hunter drowns. If *Deinosuchus* is killed before the hunter drowns roll 1 D6 for damage.

Alternative to Cards

Roll D10 twice.

Name	Encounter	Occurrence
 *Ankylosaurus*	01 – 10	1
 *Edmontonia*	GM option for above	
 Pachycephalosaurs	11 – 20	1
 *Leptoceratops*	21 -25	D6 - 4
 *Triceratops*	26 – 55	D6 – 3

Name	Encounter	Occurrence
 *Edmontosaurus*	56 – 80	2 + D6 - 4
 *Parasaurlophus*	81- 90	1
 *Tyrannosaurus*	91 – 95	D6 - 4
 Young tyrannosaurs	GM Option	D6 - 3

Name	Encounter	Occurrence
 Dromeosaur	96 - 100	D6 + 2
 *Deinosuchus*	GM Option	1

Sample Game

http://www.dinosaurcollectorsitea.com/SaurianSafari1.htm

These scenarios are intended for use with Dino Safari Jr rules, a variant of the *Saurian Safari* rules for use by the Smithsonian Summer Camp, Dinosaur and Diorama classes as part of the lesson plans created for the program. The scenario is compatible with Saurien Safari by Chris Peers that has realistic RPG rules for older players.

Credits

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